

Requirements

The instructions provided are for for both a real Vita and the Vita3K emulator (despite the game doesn't run particular well on the emulator, but just in case someone want to test).

For a real vita, these instructions will assume that you have a CFW, rePatch and VitaShell installed on the Vita. And that you have a copy of the game (either digital or physical copy).

For the emulator, these instructions will assume that you've already set up the emulator and installed a digital copy of the game.

Preparation

Step 1:

- Extract HolyPentagram.zip somewhere in your computer.
- It contains both the translator tool (HolyPentagram.exe) and the translation files.
- This tool will generate the translation patch. But before it can do that, you'll need some additional files and get 4 game files decrypted.

Step 2:

- Copy these two programs into the translator tool's external_programs folder.
- vita-unmake-fself.
- vita-elf-inject.

Step 3:

- Now you need to obtain the decrypted the game files (eboot.bin, data.apk, stage.apk and pack.idx) and add it into translator tool's game_data folder.
- There are two methods of doing this. The "real Vita method" and the "emulator method".
- The files obtained from "real Vita method" works in both, real vita and emulator while the files obtained with "emulator method" only works on the emulator.
(in concrete, the eboot.bin decrypted by the emulator

method doesn't work on real Vita, because of being uncompressed or something).

Decrypt game assets with Vita

Let's begin with decrypting the eboot.bin:

- To decrypt this file you need a homebrew called FAGDec.
- You can download the tool [here](#).
- The interface of this homebrew can be a bit misleading, so make sure to pay attention if you are not used to this tool.

Start this homebrew:

- It will list all things you have installed (and the physical game, if any):
- Navigate to the battle pentagram game (which will appear as 戦国 〇〇〇〇〇〇〇☆〇〇〇) and press X.
- Wait for it to list modules (will be almost immediate) and now navigate to the eboot.bin and press X.
- Now press O to go back.
- Press start. Select the second option START DECRYPT (SELF) and press start again.
- The program will take some time (ignore errors about kuEntente is busy). Make sure to navigate down to see all messages.
- When a message called "[!] Done" appears, it will be finished.

Now start VitaShell and connect to computer either by USB or FTP.

- Grab the following file:
ux0:/FAGDec/app/PCSG00214/eboot.bin.
- Copy that file to your PC, to the "game_data" folder of the translator tool.

Now it is time to decrypt the remaining 3 files:

- In VitaShell navigate to ux0:/app, position the cursor over the PCSG00214 folder, press Triangle > Open decrypted.
- (If you have a physical copy of the game, the path would

be gr0:/app instead).

- Enter the data folder. Position your self over data.apk and press Square. Do the same for pack.idx and stage.apk.
- Press Triangle and choose Copy (you will see a message that says "Copied 3 files/folder(s)").

Now navigate to somewhere else in ux0. For example the root (ux0:):

- Press Triangle and Paste.
- These copies of the files are decrypted and can be transferred to the PC either by USB or FTP.
- Do it, and place them in the game_data folder.
- After you are done, you probably want to remove those copies from the Vita to not waste space, as data.apk is pretty big.

Decrypt game assets with emulator

If you have already installed the game on the emulator, all the 4 files are already decrypted in your PC, even the eboot.bin:

- The eboot.bin is at this path C:\Users\[USERNAME]\AppData\Roaming\Vita3K\Vita3K\ux0\app\PCSG00214
- And data.apk, stage.apk and pack.idx at C:\Users\[USERNAME]\AppData\Roaming\Vita3K\Vita3K\ux0\app\PCSG00214\data
- (Replace [USERNAME] with your actual user name.)
- (These assume default Vita3K settings; otherwise you are on your own searching for them.)

You can just copy them to the game_data folder of the translator tool.

Apply the patch

Run the translator program, HolyPentagram:

- It will list 3 options. Choose option 1 "Create translation patch" (just type 1 and press enter).
- It will list all translations available, English and Japanese. Choose the number associated to the English option and press enter.

- Wait for the program to complete; when it is done, it will say "Translation successfully done", and it will prompt you to exit by pressing enter.
A folder called "PCSG00214" will have been generated in "output" folder. This is the folder you have to copy.
 - Real Vita - Copy the "PCSG00214" folder to ux0:rePatch/. Press Yes to any overwriting/merging messages.
 - Emulator - Copy the "PCSG00214" folder to C:\Users\[USERNAME]\AppData\Roaming\Vita3K\Vita3K\ux0\app\
(replace [USERNAME] with your actual username). Press Yes to any overwriting/merging messages.
- You can now run the game. If you did things properly, when booting the game, instead of the Japanese warning message with black background, you'll see a "Congratulations" message.